

Document: Emergency Rule

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TITLE 65 STATE LOTTERY COMMISSION

LSA Document #00-280(E)

DIGEST

Temporarily adds rules concerning instant game number 496. Effective December 14, 2000.

SECTION 1. The name of this instant game is “Instant Game Number 496, Highball Pool”.

SECTION 2. Instant tickets in instant game number 496 shall sell for one dollar (\$1) per ticket.

SECTION 3. (a) Each instant ticket in instant game number 496 shall contain eight (8) play symbols and play symbol captions in the game play data area all concealed under a large spot of latex material. One (1) play symbol and play symbol caption representing a pool ball number shall appear in the area labeled “HIGHBALL”, and one (1) play symbol and play symbol caption representing a prize amount shall appear in the area labeled “PRIZE”. Six (6) play symbols and play symbol captions representing pool ball numbers shall appear inside circles surrounding the “HIGHBALL” and “PRIZE” areas.

(b) The play symbols and play symbol captions in instant game number 496, other than those representing prize amounts, shall consist of the following possible play symbols and play symbol captions:

(1) 2

TWO

(2) 3

THREE

(3) 4

FOUR

(4) 5

FIVE

(5) 6

SIX

(6) 7

SEVEN

(7) 8

EIGHT

(8) 9

NINE

(9) 10

TEN

(10) 11

ELEVEN

(11) 12

TWELVE

(12) 13

THIRTEEN

(13) 14

FOURTEEN

(14) 15

FIFTEEN

(c) The play symbols and play symbol captions representing prize amounts in instant game number 496 shall consist of the following possible play symbols and play symbol captions:

- (1) \$1.00
ONE
- (2) \$2.00
TWO
- (3) \$4.00
FOUR
- (4) \$5.00
FIVE
- (5) \$10.00
TEN
- (6) \$20.00
TWENTY
- (7) \$100
ONE HUN
- (8) \$3,000
THR THOU

SECTION 4. The holder of a ticket in instant game number 496 shall remove the latex material covering the eight (8) play symbols and play symbol captions. If one (1) of the six (6) surrounding pool ball numbers is higher than the “HIGHBALL” pool ball number, the holder is entitled to the prize amount exposed in the “PRIZE” area. If two (2) of the six (6) surrounding pool ball numbers are higher than the “HIGHBALL” pool ball number, the holder is entitled to double the prize amount exposed in the “PRIZE” area. If three (3) of the six (6) surrounding pool ball numbers are higher than the “HIGHBALL” pool ball number, the holder is entitled to triple the prize amount exposed in the “PRIZE” area. The number of matching balls, “PRIZE” area play symbols, prize amounts, and number of winners in instant game number 496 are as follows:

Number of Matching Balls and “PRIZE” Symbols	Prize Amount	Approximate Number of Winners
1 – \$1.00	\$1	425,600
2 – \$1.00	\$2	121,600
1 – \$2.00	\$2	121,600
3 – \$1.00	\$3	76,000
2 – \$2.00	\$4	60,800
1 – \$4.00	\$4	30,400
3 – \$2.00	\$6	30,400
2 – \$5.00	\$10	15,200
1 – \$10.00	\$10	7,600
3 – \$5.00	\$15	15,200
2 – \$10.00	\$20	7,600
1 – \$20.00	\$20	7,600
3 – \$10.00	\$30	1,425
1 – \$100	\$100	950
3 – \$100	\$300	152
3 – \$3,000	\$3,000	10

SECTION 5. (a) There shall be approximately four million five hundred thousand (4,500,000) instant tickets initially available in instant game number 496.

(b) The odds of winning a prize in instant game number 496 are approximately 1 in 4.95.

(c) All reorders of tickets for instant game number 496 shall have the same:
(1) prize structure;
(2) number of prizes per prize pool of two hundred forty thousand (240,000); and
(3) odds
as contained in the initial order.

SECTION 6. The last day to claim a prize in instant game number 496 is January 31, 2002.

SECTION 7. SECTIONS 1 through 6 of this document expire March 31, 2002.

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